

# DC ADVENTURES BATMAN vs. BANE

Have you ever wanted to team-up with Batman, thwart Lex Luthor's schemes, or defend the universe as part of the Green Lantern Corps? Now you can—with DC ADVENTURES! Playing the DC ADVENTURES roleplaying game, you can create your own super hero and take your place amongst the legendary characters of DC Comics.

Powered by the award-winning *Mutants & Masterminds* game system, the 280-page DC ADVENTURES *Hero's Handbook* provides you with everything you need to create your own fantastic stories set in the DC Universe. Lavishly illustrated by DC Comics artists, the full-color, hardcover *Hero's Handbook* contains hero creation and game play information, advice on creating your own adventures and series, an overview of the DC Universe, and twenty-eight of its most famous heroes and infamous villains.

## A STRONG FOUNDATION

DC ADVENTURES is built on the *Mutants & Masterminds* game system, winner of multiple awards and the leading super-hero RPG for ten years. DC ADVENTURES is a complete, stand-alone game, but it is also fully compatible with the third edition of the *M&M* game rules.

## EASY TO USE

Everything your hero does in DC ADVENTURES is resolved with a simple system of action checks: a twenty-sided die roll, plus or minus modifiers based on your hero's traits and the situation. Compare the result to a number that rates the difficulty and you immediately know if your attempt succeeded or failed and by how much.

## HEROIC ACTION

DC ADVENTURES uses hero points to give characters the opportunity to really pull out all the stops when it counts. Players can spend hero points to improve die rolls and help their heroes shake off damage. Hero points put the keys to success in the players' hands and give the Gamemaster a way to reward them for successful and heroic play.

## GET INTO THE GAME!

You don't have to wait to try out the DC ADVENTURES game for yourself. This *Quick-Start* gives you everything you need to take the game for a spin, complete with a super hero slugfest between Batman, the Dark Knight Detective, and his sinister foe Bane!

Check out **DC ADVENTURES** on the web at [mutantsandmasterminds.com/dc\\_adventures](http://mutantsandmasterminds.com/dc_adventures)



# THE RULES

Games have rules, and DC ADVENTURES is no different in that respect. The essence of the Mutants & Masterminds game system that powers DC ADVENTURES is actually quite simple. The vast majority of the rules expand upon the core mechanics of the system, providing special-case rules or situational modifiers. So long as you understand the essentials of the game, you can handle just about any situation that comes up; just choose an appropriate type of check, a Difficulty Class, and make a roll to see if the character succeeds or not! It's that simple.

## RANK

Every trait in DC ADVENTURES—abilities, skills, powers, and so forth—has an associated *rank*, a value telling you how strong (or weak) that trait is. Ranks run from -5 (very weak) all the way up to 20 (cosmically capable) or more, with an average of 0. Batman's Intellect and Presence, for example, are rank 8 and 7, well into the "legendary" range for a human being. Bane's Strength, enhanced by the drug venom, is rank 7, truly superhuman.

## DIFFICULTY CLASS

Every task—from making an attack to avoiding harm to figuring out a gadget—has a *Difficulty Class* or *DC*, a number that tells you how hard that task is to perform. DCs range from 0 (automatic, so easy it's not worth rolling) to 40 (nearly impossible):

### CHECK EXAMPLES

DIFFICULTY (DC)	EXAMPLE (TRAITS USED)
Very easy (0)	Notice something in plain sight (Awareness + Perception)
Easy (5)	Climb a knotted rope (Strength + Athletics)
Average (10)	Hear an approaching security guard (Awareness + Perception)
Tough (15)	Disarm an explosive (Intellect + Technology)
Challenging (20)	Swim against a powerful current (Strength + Athletics)
Formidable (25)	Climb a wet, slippery rock-face (Strength + Athletics)
Heroic (30)	Overcome a sophisticated security system (Intellect + Technology)
Super-heroic (35)	Convince the guards even though you have no credentials, they should let you into the building (Presence + Deception)
Nigh-impossible (40)	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (Awareness + Perception)

## CHECKS

Actions in DC ADVENTURES are all resolved through *checks*, a roll of a 20-sided die, plus a modifier derived from a character's trait ranks. If the total of the check equals or exceeds the Difficulty Class, the action is a success. If it doesn't, then it's a failure.

So, for example, an unarmed attack check for Batman is his Fighting ability rank (14), plus his Close Attack advantage rank (6), for a total of 20, plus the result of a roll of the die. The DC is the Parry of his target, plus 10 (25, in the case of Bane).

## DEGREES

Checks often have *degrees of success or failure*: Just rolling a success or failure counts as one degree. Every *five full points* a check result is over or under the difficulty class adds a degree. Fractions are ignored. So DC 10 check with a result of 13 is one degree of success, just as a result of 8 is one degree of failure. A result of 16 is two degrees of success (6 over DC 10, ignoring the fraction) whereas a result of 5 is two degrees of failure (5 under DC 10).

## RESISTANCE CHECKS

Avoiding an effect is a *resistance check*, with a Difficulty Class of the effect's rank plus 10 or 15 depending on the effect. A successful resistance means you avoid the effect, a failed check means you suffer some, or all, of the effect depending on the degrees of success or failure.

## CIRCUMSTANCE MODIFIERS

Some circumstances make checks easier or harder, resulting in a bonus or penalty to the check. Characters with a circumstance bonus are said to be at an advantage for the check, while those with a circumstance penalty are operating at a disadvantage. Apply a modifier of +2 if the character is at an advantage (+5 for a major advantage) and a modifier of -2 for a disadvantage (-5 for a major disadvantage).

## ACTION!

When things really start happening in a DC ADVENTURES game, time is broken down into six-second segments called rounds (sometimes "action rounds"). A round isn't

very much time. Think of it like a page in a comic book, just long enough to go around the table once, with each character doing something. Each character's portion of the round is called their turn.

On your turn, your hero can move and do something else like make an attack or use a power. So, for example, on his turn, Batman can run (or swing from a bat-line) and also throw a punch, use something from his utility belt, or some other action.

## MOVING

A normal person can move about 30 feet per turn (twice that if doing nothing other than moving), although some heroes and villains often have powers that allow them to move much faster, like Superman's flight or the Flash's speed.

## ATTACKING

DC ADVENTURES characters can attack in various ways, from a simple punch to using weapons or amazing powers, but it is all handled the same way: characters have an attack bonus, based off Fighting for close attacks and Dexterity for ranged attacks, modified by the character's Close Combat or Ranged Combat skill.

Batman, for example, has Fighting 14 and the Close Attack 6 advantage, making him among the best hand-to-hand combatants in the world. He has a bonus of 20 when making a close attack. His Dexterity 7 and Ranged Attack 7 advantage give him a bonus of 14 with ranged attacks like his batarangs.

When making an attack, roll a check using the attack's bonus against a Difficulty Class equal to 10 plus the target's appropriate defense: Parry for close attacks, Dodge for ranged attacks. A check total (the die result plus the bonus) that equals or exceeds the DC is a success, while a total that is less than the DC is a failure.

## DAMAGE

An attack that hits causes damage, which is ranked like all other traits in DC ADVENTURES. Unarmed damage is based on Strength rank, while the damage caused by powers or weapons is based on the power or weapon rank.

A character hit by a successful attack can avoid some or all of the damage by making a damage resistance check. This is a check of the result of a die roll plus Toughness rank against a difficulty class equal to 15 plus the damage rank.

So, for example, if Batman is resisting a punch from Bane, his player rolls a check of Batman's Toughness against a DC of (Bane's Strength 7 + base difficulty 15) or 22. Batman has the Defensive Roll advantage, so gets a +4 bonus to Toughness when able to move and roll with an attack, for Toughness 8. Still, Batman's player needs to roll a 14 or better to take no damage from the hit.

The results of a damage resistance check are shown on the accompanying table:

## DAMAGE RESISTANCE CHECK

### TOUGHNESS VS. [DAMAGE RANK + 15]

**Success:** The damage has no effect.

**Failure (one degree):** The target has a -1 circumstance penalty to further resistance checks against damage.

**Failure (two degrees):** The target is dazed until the end of their next turn, able to move or attack, but not do both. The target has a -1 circumstance penalty to further checks against damage.

**Failure (three degrees):** The target is staggered: able to move or attack, but not both, each turn, and moves at only half speed. The target has a -1 circumstance penalty to further checks against damage. If the target receives three degrees of failure on a Damage resistance check

**Failure (four or more degrees):** The target is incapacitated : knocked out and unable to act.

## HERO POINTS

Heroes have a resource called *hero points*, representing the determination and strength of spirit that helps them accomplish the impossible when they have to. The Game-master awards players hero points for facing difficulties in the game and generally behaving heroically. You can spend your hero points to do one of the following:

- Re-roll a die roll and take the better of the two rolls. If the second roll is a 10 or less, add 10 to it so the result is 11–20.
- Immediately remove a dazed condition from damage, allowing your hero to act normally.

The DC ADVENTURES *Hero's Handbook* describes many other uses for hero points, but these two are the basics for this Quick-Start.





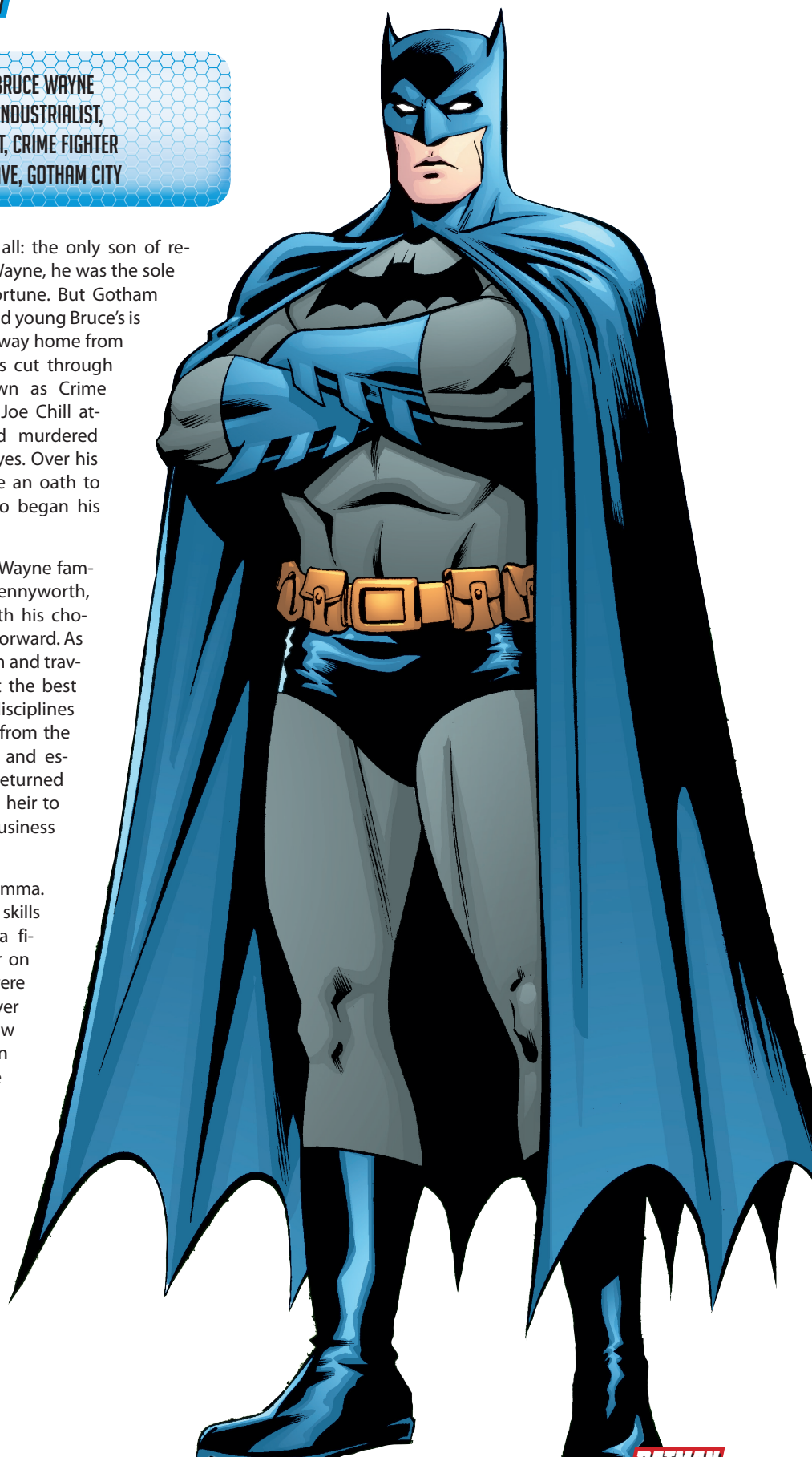
# BATMAN

**REAL NAME:** BRUCE WAYNE  
**OCCUPATION:** INDUSTRIALIST,  
 PHILANTHROPIST, CRIME FIGHTER  
**BASE:** THE BATCAVE, GOTHAM CITY

Young Bruce Wayne had it all: the only son of respected physician Thomas Wayne, he was the sole heir to the Wayne family fortune. But Gotham City is full of tragic stories, and young Bruce's is one of them. While on their way home from a family outing, the Waynes cut through what would become known as Crime Alley. A petty thief named Joe Chill attempted to rob them and murdered Bruce's parents before his eyes. Over his parents' graves, Bruce swore an oath to avenge their deaths, and so began his battle against crime.

Raised and cared for by the Wayne family's loyal butler Alfred Pennyworth, Bruce became obsessed with his chosen mission from that night forward. As a young man, he left Gotham and traveled the world, seeking out the best teachers in all the various disciplines his missions would require, from the martial arts to criminology and escapology. By the time he returned home years later, the young heir to the Wayne fortune and business empire was ready to begin.

Bruce was still left with a dilemma. He possessed considerable skills and resources, but lacked a final, vital, element in his war on crime. Gotham's criminals were not simply going to roll over for one man, no matter how capable. He was brooding on the matter one night in the study of Wayne Manor, when a bat flew in through the window and startled him. It was then that Bruce realized the missing element was *fear*. "Criminals are a cowardly and superstitious lot," he reasoned, and so he adopted the costumed identity and cowl of... the Batman!



BATMAN

PL12

STR	STA	AGL	DEX	FGT	INT	AWK	PRE
4	4	7	7	14	8	7	7

## EQUIPMENT

Batman carries a variety of crime-fighting equipment and weapons, including:

**Flashlight:** Able to illuminate dark areas.

**Grapnel Gun:** Allowing Batman to swing from rooftop to rooftop.

**Utility Belt:**

- **Bolos:** Batman makes a ranged attack check against the target's Dodge. If successful, the target makes a DC 14 Dodge check. On a failure, the target moves at half speed and has half normal Dodge and Parry. With two degrees of failure, they cannot move and are at 0 Dodge and Parry.
- **Batarangs:** Throwing weapons doing Damage rank 2 plus Batman's Strength 4. Batman makes a ranged attack check against the target's Dodge. If successful, the target makes a DC 21 Toughness check (see Damage Resistance Check on the page 3).
- **Explosive Batarangs:** Throwing weapons that do Damage rank 4 to all targets in a 30-foot radius.
- **Flash Bombs:** Release a brilliant flash of light; targets in a 30-foot radius make a Fortitude check (DC 13). Failure is a -2 penalty on checks involving vision. Two degree is a -5 while three or more leaves the target blinded. Make a new Fortitude check each round to recover.
- **Sleep Gas Pellets:** Release an anesthetic gas; targets in a 30-foot radius make a Fortitude check (DC 14). Failure results in a -1 penalty on all checks, two degrees is -2, three or more is unconsciousness.
- **Smoke Bombs:** Release a thick cloud of smoke, allowing Batman to make Stealth checks to hide even someone has already spotted him.

## ADVANTAGES

<b>Close Attack 6</b>	Batman has a +6 bonus to his close attacks (already included in his totals).
<b>Daze</b>	You can make an Intimidation skill check against your opponent's Insight check result. If your result is higher, your opponent can only move or act on their next turn, but not both.
<b>Defensive Attack</b>	Before you roll can take up to a -5 penalty on your attack checks to gain up to a +5 bonus on your Dodge and Parry for your turn.
<b>Defensive Roll 4</b>	Batman has a +4 bonus to Toughness checks when able to move and react.
<b>Instant Up</b>	If knocked prone, Batman can get up and still move his normal distance.
<b>Move-by Action</b>	Batman can move, take action, and then move again on his turn.
<b>Power Attack</b>	Before you roll, you can take up to a -5 penalty on your attack checks to gain up to a +5 bonus on your attack's Damage rank.
<b>Ranged Attack 7</b>	Batman has a +7 bonus to his ranged attacks (already included in his totals).
<b>Skill Mastery</b>	When you make an Intimidation skill check, you can choose to treat the roll as a 10 rather than rolling.
<b>Startle</b>	You can make an Intimidation skill check against your opponent's Insight check result. If your result is higher, your opponent is at half Dodge and Parry until the end of your next turn.
<b>Takedown</b>	If you successfully take out a minion (like Bane's thugs), you can make an immediate bonus attack against another minion.

## SKILLS

Acrobatics 8 (+15), Athletics 11 (+15), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15), Technology 8 (+15), Treatment 5 (+12), Vehicles 8 (+15)

## OFFENSE

Batarang +14	Ranged, Damage 6
Unarmed +20	Close, Damage 4

## DEFENSE

<b>DODGE</b>	14	<b>FORTITUDE</b>	9
<b>PARRY</b>	14	<b>TOUGHNESS</b>	8/4*
<b>WILL</b>	13	* Without Defensive Roll.	

# BANE

Bane's father, the mercenary called King Snake, worked for anti-Communist revolutionaries in the Caribbean Republic of Santa Prisca. King Snake was an unscrupulous British hired gun and occasional crime lord who viewed political conflict as a means to line his pockets. He fled Santa Prisca when his allies found themselves on the losing end of war, and left behind a pregnant girlfriend who gave birth to the child the world would come to know as Bane.

The Santa Priscan government decided that the child would serve for the crimes of the father and threw Bane in Pena Duro prison. The young Bane looked for opportunity rather than giving into despair. Devouring books, receiving an education from an imprisoned Jesuit priest, and honing his athletic skills, Bane gradually adapted to life in prison, although it often meant violent conflict.

Through his intelligence and physical prowess, Bane eventually came to rule the prisoners in Pena Duro. Fearing they no longer controlled him, the wardens selected Bane for experimentation, injecting him with a drug called Venom. The result of this experimentation was a radical physical transformation that bestowed Bane with incredible strength. Thus began Bane's lifelong need to keep a steady supply of the highly addictive drug in his bloodstream, lest he suffer intense and potentially fatal withdrawal.

**REAL NAME:** UNKNOWN  
**OCCUPATION:** CRIMINAL, BLACK OPS AGENT,  
 REVOLUTIONARY LEADER  
**BASE:** GOTHAM CITY; SANTA PRISCA.

Bane saw Batman's fearsome rule of Gotham City much the same way he saw his own rule in prison. It was this perceived similarity that led to his desire to study the Dark Knight firsthand. Bane escaped and travelled to Gotham City, where he deduced that Bruce Wayne and Batman were one and the same. Deciding to weaken Batman before mounting his attack, Bane loosed a veritable army of inmates from Arkham Asylum, forcing the Dark Knight to systematically hunt down each criminal before facing Bane himself.





BANE

PL13

STR	STA	AGL	DEX	FGT	INT	AWK	PRE
7/5*	7/5*	7	7	12	8	6	8

POWERS

**Venom:** Bane uses a drug called venom to enhance his Strength, Stamina, and Toughness (the numbers to the left of the slash). Venom also allows him to recovery quickly; if Bane takes his action to do nothing else, roll the die against DC 5; each degree of success removes one of Bane's damage conditions, starting with the worst (highest degree) and working back.

SKILLS

Acrobatics 6 (+13), Athletics 7 (+14/+12\*), Close Combat: Unarmed 7 (+19), Deception 4 (+12), Expertise: Philosophy 2 (+10), Expertise: Sociology 2 (+10), Expertise: Theology 2 (+10), Insight 8 (+14), Intimidation 4 (+12), Perception 6 (+12), Persuasion 6 (+14)

OFFENSE

Unarmed +19	Close, Damage 7/5*
Grab +12	Close, Damage 7/5*

DEFENSE

DODGE	15	FORTITUDE	13/11*
PARRY	15	TOUGHNESS	11/8*/5**
WILL	10		

ADVANTAGES

Accurate Attack

Before you attack, you can take up to a −5 penalty on your Damage rank to gain up to a +5 bonus on your attack check for your turn.

All-out Attack

Before you attack, you can take up to a −5 penalty on your Dodge and Parry to gain up to a +5 bonus on your attack checks for your turn.

Defensive Roll 3

Bane has a +3 bonus to Toughness checks when able to move and react.

Improved Hold

When you make a grab attack, targets have a −5 penalty to resist or escape.

Power Attack

Before you attack, you can take up to a −5 penalty on your attack checks to gain up to a +5 bonus on your Damage rank for your attack.

Startle

You can make an Intimidation skill check against your target's Insight check result. If your result is higher, your target can move or act on their next turn, but not both.

Taunt

You can make a Presence check against your target's Insight check. If your result is higher, your target is at a −2 penalty on checks on their next turn; −5 if you win by two degrees or more.

\*Without Venom \*\*Without Defensive Roll or Venom.

## INTO THE UNDERWORLD...

Now you get to play a short DC ADVENTURES encounter, pitting Batman against Bane! Give Batman's character sheet to one player, another player can run Bane or the Game-master may do so. Note that the character sheets are abbreviated and this basic encounter is meant to be a fairly straightforward fight. You can learn more about individual character abilities and advantages—and more detailed game-play—in the Hero's Handbook.

Go over the information in **The Rules** with the player(s) and give them the opportunity to look over the character sheets. You might want to have them make a few test die-rolls and checks to get the feel of it. When you're ready to begin, read the following aloud to Batman's player:

The past nights in Gotham City have been difficult, to say the least. After a massive breakout from Arkham Asylum, you and your allies have been run ragged tracking down all manner of dangerous psychopaths and criminals loose in the city. Of course, ordinary crime in Gotham doesn't take a holiday just because there's a crisis; on the contrary, it's when the lights go out that the worst cockroaches of the underworld emerge to cause trouble.

So when you learned about the audacious kidnapping of a squad of Gotham City police officers, you quickly went

into action. It didn't take long to track them to an old abandoned subway station. Although there's no activity outside, your keen eye spots signs that people have entered very recently. Time is of the essence, since the lives of those cops may depend on it.

Ask Batman's player to describe his arrival outside the dark, abandoned subway station and to describe how he is entering. Encourage the player to be descriptive and, in return, talk about the heavy layers of dust, the cracked and broken concrete, and the rusting fixtures, the stairs leading down into darkness.

You do not need to ask the player to make any checks at this time; sneaking into a dark ruin is a routine task for the Dark Knight Detective, to say the least. Once the player has had a chance to talk a bit about what Batman does, give the player a token for a hero point and read the following:

*On the platform of the old station are a half-dozen figures in police field uniforms, sitting back-to-back in a circle with heavy ropes wrapped around them, heads slumped down beneath their police-issue caps reading "GCPD". Some of the old fluorescent*

*lighting flickers to life as you enter, and you hear a voice from the shadows.*

*"Welcome, Batman... kind of you to come. Unfortunately, it is too late. Too late for them, and most definitely too late for you!" A massive figure rushes out of the shadows, hands reaching for you... Bane!*

## I WILL BREAK YOU!

Bane rushes at Batman, attempting to grab him and bring his greater Strength to bear. Roll an attack check for Bane using his grab combat bonus (+12) against 10 + Batman's Parry defense (24). On a roll of 12 or better on the die, Bane grabs Batman, otherwise, he misses.

If Bane's grab attack succeeds, ask Batman's player to roll a Dodge check:  $d20 + \text{Batman's Dodge of } 14$ . Batman is at a  $-5$  penalty due to Bane's Improved Hold advantage; subtract 5 from the result of the check. Roll a Strength check for Bane:  $d20 + \text{his Venom-boosted Strength of } 7$ .

If Batman's check result is higher, he manages to slip free before Bane can get him in a hold. If Bane's result is higher, he manages to grab hold of Batman, leaving the Dark Knight immobile (unable to move) and vulnerable (halving his Dodge and Parry ranks). If Bane gets two or more degrees of success (rolls 5 or more over Batman's check result) then he has Batman immobile, defenseless (at 0 Dodge and Parry), and impaired (at  $-2$  to checks).

After the outcome of Bane's action, it's Batman's turn. Ask his player what the Dark Knight does, using the guidelines in The Rules and Actions! to determine the outcome. If Bane has Batman in a hold, Batman can attempt to escape from it as his action. This is an Acrobatics skill check ( $d20 + 15$ ) against  $d20 + 7$  (Bane's Strength). Batman has a  $-5$  penalty on the check due to Bane's advantage, plus an additional  $-2$  if Bane got two or more degrees of success on the hold. If Batman wins the check, he slips free. If Bane wins, he maintains the hold.

On the next round, if Bane managed to put Batman in a hold, he maintains it and then automatically inflicts his Strength Damage on Batman. Ask Batman's player to roll a Toughness resistance check against Bane's Damage (DC 15 + 7, his Strength rank). Batman uses his lower Toughness rank, since the hold prevents him from using his Defensive Roll advantage, so roll  $d20 + 4$  against DC 22 and read the result on the Damage Resistance Check table. If Bane did not get Batman in a hold, he attempts to do so again.

## MORE TROUBLE

The four "police hostages" are in fact Bane's henchmen, dressed up in police uniforms. Starting after Bane's second action, they throw off the ropes "tying" them and move to help their boss. Their traits are:

### THUGS

Strength 2, Attack +2 (close, Damage 3, club, or Damage 2, unarmed), Dodge 2, Parry 2, Fortitude 4, Toughness 2, Will 0, all other abilities +0.

Award Batman's player another hero point for the additional complication of the thugs and remind the player how hero points can be used.

The thugs have billy clubs they initially attempt to beat Batman with: roll  $d20 + 2$  (their attack bonus) against Batman's Parry defense. Under normal circumstances they can only hit by rolling a 20, but if Batman's defenses are reduced by being trapped in Bane's grip, their chances improve.

Once the thugs take action, each round goes: Bane, the thugs, and then Batman.

Fortunately for Batman, the thugs are *minions*: so Batman can choose to hit them as a routine action (adding 10 to his normal attack modifier, more than enough to hit the thug's Defense of 12) and any thug failing a resistance check automatically suffers the worst possible result, regardless of degree. Additionally, since Batman has the Takedown advantage, if he successfully takes a thug out of the fight, he can attack another on the same action! Let Batman's player describe how that happens and encourage the player to make it exciting!

## THE VENOM FACTOR

At some point, Batman's player might hit upon the idea of trying to deprive Bane of his venom supply. This requires two or more degrees of success with a close or ranged attack (like a thrown batarang) which does no damage, but disconnects Bane's drug supply. He loses all of his venom-granted powers for the rest of the fight. Feel free to remind Batman's player that this attack is a good time to spend a hero point in order to roll as high as possible!

## I AM THE NIGHT

For the rest of the fight, Bane alternates trying to grab or punch Batman while the thugs try to hit him with their clubs. They have pistols, which they can shoot with a +2 attack bonus for Damage 3, but they avoid using them in the close quarters of the platform, especially while their boss is in close combat with Batman.

Run the fight until Batman defeats the villains or loses to them. If the latter happens, Bane may leave Batman bound with the same ropes used to "hold" his men, setting explosives to destroy the station. Tell Batman's player he wakes up just in time to escape from the ropes (something he can do automatically with his Sleight of Hand skill). He can then disarm the explosives with a DC 25 Technology skill check or escape in the nick of time with a DC 25 Athletics skill check.

In either case, what happened to the abducted police officers? Who is going to contain all the other escaped criminals? That's an opportunity for you to continue the adventure, Gamemaster, maybe once you've gotten your hands on the DC ADVENTURES rulebook and have a chance to get a whole group of heroes together!



## NEXT ISSUE...

Now that you've had a chance to try DC ADVENTURES, your next step is the *Hero's Handbook*. This is the game's core rulebook and the real beginning of your adventures in the DC Universe! You can make your own character and create a legend!

## DC ADVENTURES HERO'S HANDBOOK

Join the never-ending battle for truth and justice in the world's finest super hero universe, using the world's greatest super hero roleplaying game!

The DC ADVENTURES *Hero's Handbook* is a complete super-hero RPG, based on the award-winning Mutants & Masterminds system. Take on the roles of legendary DC heroes like Superman, Batman, or Wonder Woman, or create your own! Get started right away with a wide selection of hero archetypes, or build from scratch using a comprehensive design system.

The *Hero's Handbook* provides everything you need for hours of adventure in the DC Universe, including all the rules of the game, an overview of the original comic book super hero setting, and details on major heroes and villains, complete with ready-to-use game information. It's all presented in gorgeous full-color, with art by some of DC's most famous illustrators.

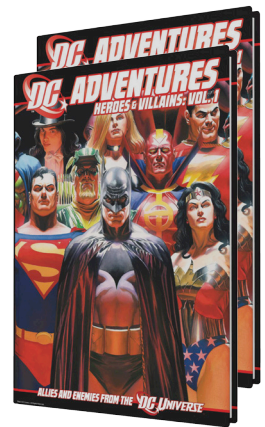
Experience super hero adventure in the world that helped define the genre: Become a hero of legend with the DC ADVENTURES *Hero's Handbook*!  
• **280-page full-color hardcover, \$39.95**



## DC ADVENTURES HEROES & VILLAINS VOLUMES 1 & 2

The DC Universe spans 75 years and almost countless characters. The two-volume *Heroes & Villains* set details hundreds of those characters for use in your DC ADVENTURES games. Vol. 1 goes from Abrakadabra and Adam Strange to Killer Moth and Kobra, while Vol. 2 covers from the League of Assassins and Legion of Super-Heroes to Zatanna and Zauriel. Over three hundred individual and team entries in all, spanning over six hundred pages, all with DC ADVENTURES RPG stats.

With *Heroes & Villains* in-hand, you will never lack for characters to use in your game, from heroic guest-stars and villainous foes to heroes suitable as ready-to-play characters. You'll also have a handy source for modeling your own powers and DC characters based on existing examples. These are the comprehensive guides to the heroes and villains of the DC Universe no fan should be without! • **320-page & 304 page full-color hardcovers, \$49.95**



## DC ADVENTURES UNIVERSE

From a swirl of stars held in a vast and mysterious hand to the distant reaches of the 853rd century and beyond; from the streets of Metropolis and Gotham to the thousands of space sectors patrolled by the Green Lantern Corps: the DC Universe covers vast stretches of time and space. Home to 75 years of the greatest tales of comic book history, this universe is now yours as a setting for endless adventures.

The *Universe* sourcebook details the cosmos of the DC ADVENTURES setting, from its earliest history to its distant possible futures. From the famous cities and hidden places of Earth to out amongst the stars. Even beyond the known universe to the multiverse of parallel Earths.

DC ADVENTURES *Universe* is a comprehensive guide to the ultimate super hero setting, including information on numerous characters, creatures, and places—everything you need for the backdrop of your DC ADVENTURES game. With *Universe*, you too can hold worlds in the palm of your hand. • **320-page full-color hardcover, \$49.95**

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